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DREAMWORKS

MADAGASCAR

OPERATION PENGUIN



INSTRUCTION BOOKLET

ACTIVISION.

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Contents

Getting Started	4
Menu Controls	5
Welcome to <i>Madagascar: Operation Penguin</i>	6
Menu Options	6
Basic Controls/Abilities	9
Special Abilities	10
Gadgets	11
Bonus Characters	13
Penguins' Lair	13
Tunnels	14
On-Screen Display	14
Collectibles	15
Credits	16
Customer Support	18
Software License Agreement	19

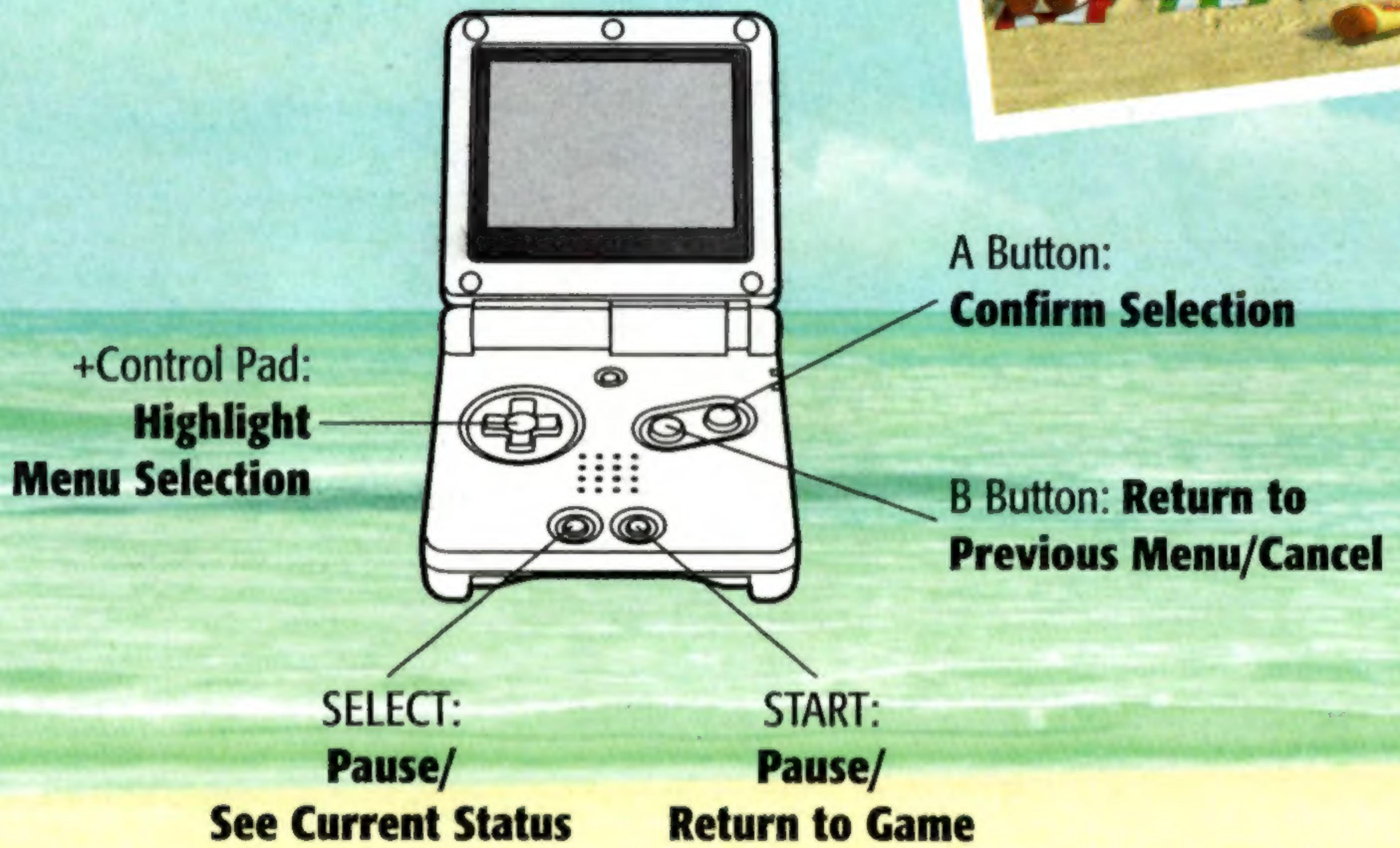
Getting Started

- Make sure the power switch is OFF.
- Insert the *Madagascar: Operation Penguin* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch **ON**.
- To skip the introductory sequence, press **START**.

NOTE: The Madagascar: Operation Penguin Game Pak is for the Game Boy® Advance system only.



Menu Controls



Welcome to **Madagascar: Operation Penguin**

The Penguins have a scheme to escape the zoo and dig a hole to Antarctica. An escape like this takes a lot of planning, and Skipper needs someone he can rely on to do the job right. Who better than you, Private Penguin, to take on this mission?

You'll need every gadget, ally and underground tunnel you can find to succeed in the big breakout. Get ready to be put to the ultimate test. It's a crazy escape that'll take you all the way from New York to Antarctica and then on to Madagascar!

Menu Options

Starting a Game

Select **Start Game** to begin a new adventure or continue an existing one.



The *Madagascar: Operation Penguin* Game Pak can store up to three separate adventures.

New Game

To begin a game, select **New Game**. Type in up to eight characters to name your game. Use the **+Control Pad** to highlight letters and the **A Button** to select or the **B Button** to backspace. Select **OK** when you're finished.

Erasing a Saved Game

To erase a saved game, select **Erase** and confirm your selection.

Note: Once data is erased, it is unrecoverable.

Saving a Game

Saving occurs automatically at the end of each level. The saved game includes medals collected, current health, lives and objectives completed. To load a previously saved game, select one from the list and press the **A Button**.

View Credits

Select **View Credits** to see all the people who made this game!

Pause Menu

Resume—Press the **A Button** when Resume is selected to go back to your game.

Restart Mission—Exit the game and return to the Penguin Pen.

Quit Game—Quit your game and return to the Main Menu.

Sleep—Pause gameplay and go into Sleep mode. Entering Sleep mode allows you to conserve battery power without losing your current progress. To enter Sleep mode, highlight the **Sleep** option and press the **A Button**. To wake your Game Boy® Advance, press **SELECT** + the **L** and **R Buttons** simultaneously.

Sound—Adjust the sound volume of your game.

Select Menu—Press **SELECT** to pause the game and view your current stats. Press **START**, **SELECT** or the **B Button** to return to your game.

Basic Controls/Abilities



Private Penguin

Run—Use the **+Control Pad** **←** and **→**.

Jump—Press the **A Button**.

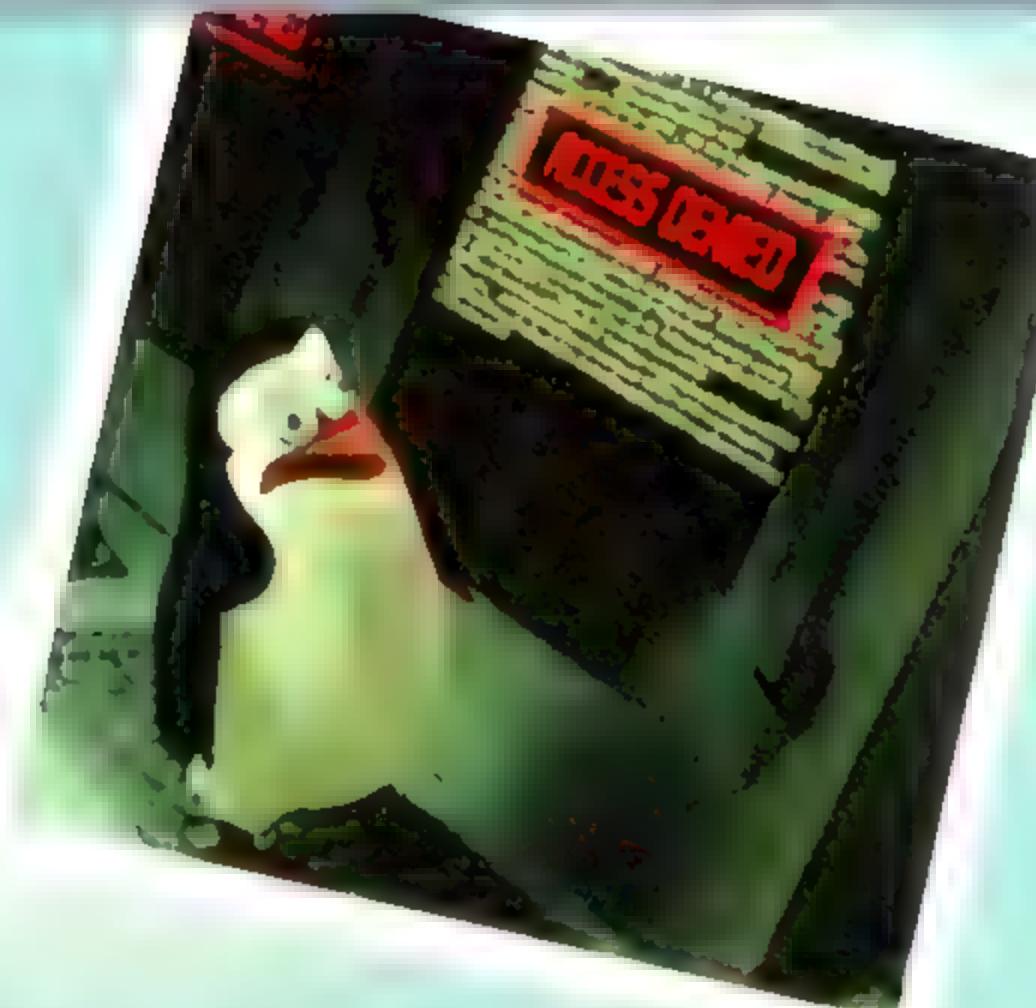
Jump Down—Hold the **+Control Pad** **↓** and press the **A Button** (only works on some surfaces).

Attack—Press the **B Button**.

Air Attack—Press the **A Button** to jump and the **B Button** while in the air to attack.

Crawl—Press the **L Button** to enter crawl position and use the **+Control Pad** **←** and **→**.

Surface Swim—Use the **+Control Pad** **←** and **→** while on water.



Look Down—Press the **+Control Pad ↓**.

Talk—Press the **B Button** when near a character.

Special Abilities

As you play through the game, Skipper and Kowalski will teach you how to perform advanced moves and use special abilities:

Toboggan—Press the **L Button** to enter toboggan position.

Toboggan Crawl—Use the **+Control Pad ← and →** while tobogganing.

Toboggan Jump—Press the **A Button** while tobogganing.

Dive—Press the **+Control Pad ↓** while swimming.

Underwater Swim—Use the **+Control Pad ←, →, ↑ and ↓** while diving or while underwater.

Smile and Wave—Press and hold the **+Control Pad ↑**.

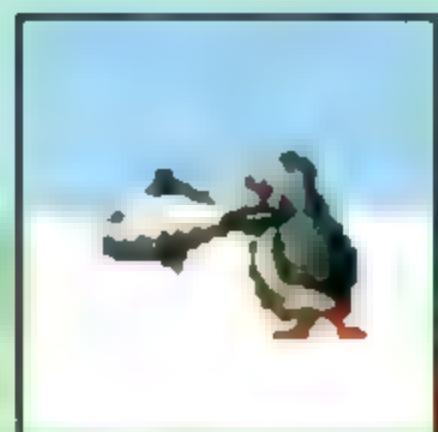
Gadgets

Throughout the game, you will have the opportunity to acquire new gadgets.

Parachute—Made out of a discarded hamburger wrapper, this handy parachute lets you glide through the air. Press and hold the **A Button** while in the air to open your parachute.



Bass Knuckles—Use this large sea bass to slap enemies or clear away obstacles. Press the **B Button** to use this attack.



Blow Straw—This twisty straw can be used to launch sleeper darts at your enemies. Press and Hold the **R Button** to activate the blow straw. Use the **+Control Pad** to aim, and press the **B Button** to fire.



Fruit Slingshot—When you're next to a fruit basket, you can use the slingshot to fling fruit at obstacles. You'll have to get Gloria's permission before you can use her fruit! Press and hold the **R Button** to activate the fruit slingshot. Use the **+Control Pad** to aim, and press the **B Button** to fire.



Jet Pack—Once you've acquired the wrench, you can use two-liter soda bottles left throughout the zoo as jet packs. Press the **A Button** when you're near a soda bottle to launch yourself high in the air. Use the **+Control Pad** **←** and **→** to aim.



Candy Canes—These left-over candy canes can be used to hook onto some ceilings. Jump to a ceiling by pressing the **A Button**. Once you're hooked on, use the **+Control Pad** **←** and **→** to move. When you're ready to get down, press the **A Button** again to detach.



Bonus Characters

Alex the Lion

Run—Use the **+Control Pad** **←** and **→**.

Jump—Press the **A** Button.

Double Jump—Press the **A** Button twice.

Roar—Press the **B** Button.



Marty the Zebra

Run—Use the **+Control Pad** **←** and **→**.

Jump—Press the **A** Button.

Kick—Press the **B** Button.

Hide—Press the **+Control Pad** **↑** when near a crate.



Penguins' Lair

You'll start off most missions in the Penguins' lair at the zoo. Climb up the ladder to see all the tunnels you can access. Once you've escaped the zoo, you can also access some tunnels from the control room of the ship.



Tunnels

The Penguins are digging a hole to Antarctica! At least, they're trying to. Each time you complete a mission, you gain access to more and more tunnels. Stand over a tunnel and press the **+Control Pad** **↓** to enter.

Stand over a tunnel to see how many medals you earned in that level.

On-Screen Display



Health Meter

Medal Counter



Collectibles

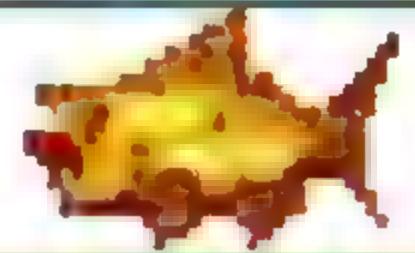
Health Meter

The number of filled fish on your health meter shows how much life you have left.



Small Fish

Collect fish to replenish slots on your health meter.



Golden Fish

Keep your eyes open for golden fish. These fish replenish all your health slots!



Medals

Find medals throughout each level. The number of medals you've earned is displayed in the upper right-hand corner of your screen. Each time you collect 100 medals, you gain an extra health slot! You can earn up to seven health slots.

Credits

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CEO/Chef Creative Officer

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President

Guha Bala

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Lead Designer

Jeremy Russo

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Brian Ondov

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Yin Zhang

Lead Animator

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Ida Thornburg

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Sergio Sanchez

Jason Seltwitz

Rick Stegmann

Dan Wall

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Finius Browne

Katelyn Coffey

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Effects Design

Rik W. Schaffer, *Womb Music*

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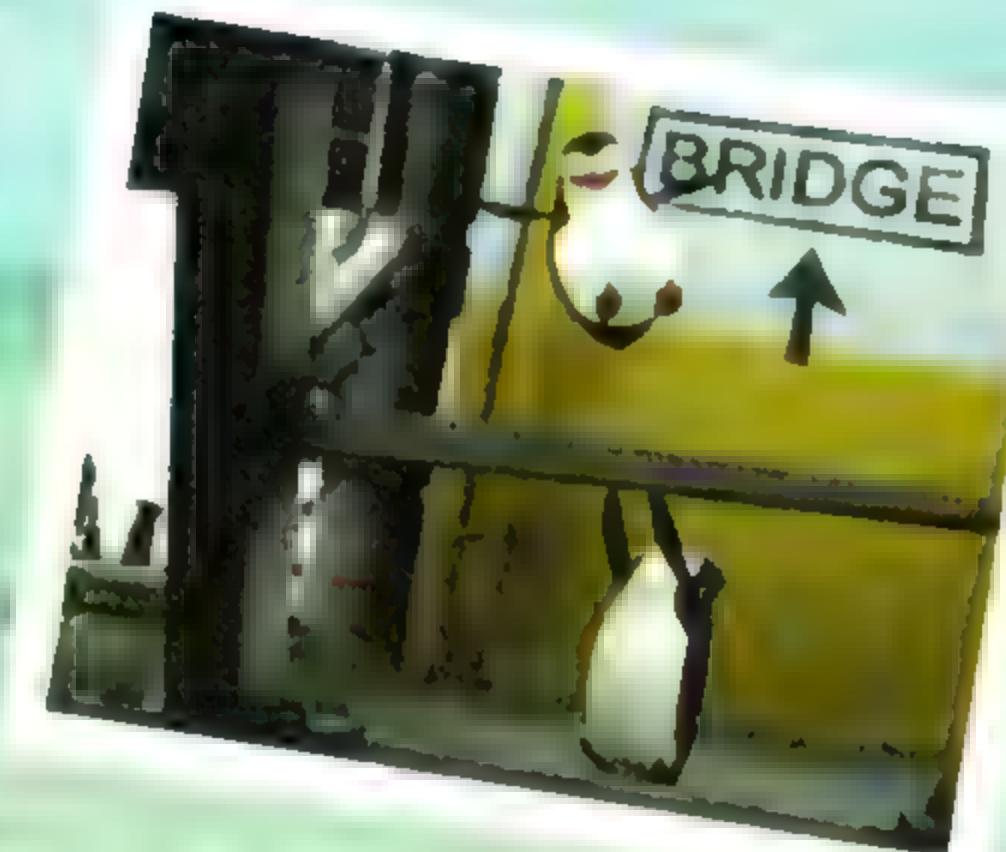
Gary Trousdale

Charley Walters

Voiceovers

Private: Chris Knights

Kowalski: Chris Miller



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Note: Internet support is handled in English only.

Phone: (310) 255-2050

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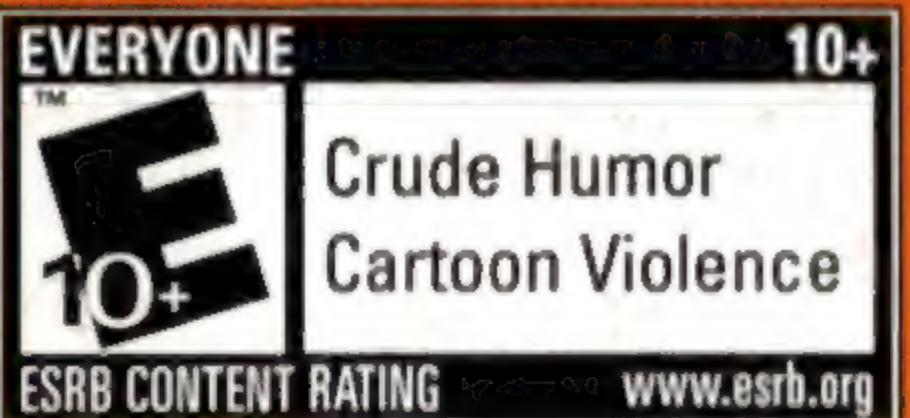
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